



City of Torrance
Community Services Department
Recreation Division

"Creating and Enriching Community through People, Programs, & Partnerships"

ADULT BASKETBALL RULES

**The City of Torrance reserves the right to pursue any action deemed necessary to preserve the integrity of the League including: ruling on all conditions and regulations set forth for the League, interpreting rules when needed and the right to reclassify any teams or individuals to a more or less competitive league.*

**Rules and conditions for League play shall follow the rules outlined for regular basketball in SCMAF and/or National Federation of State High School Associations (N.F.H.S.) basketball rulebooks. The Torrance Basketball Rules take precedence over the SCMAF and/or N.F.H.S. basketball rulebooks where contradiction(s) exist.*

Section 1: ELIGIBILITY

- A. The minimum age requirement to participate is 18 years old.
- B. Women are allowed to play in the men's divisions.
- C. Any participant must have a valid ID. If an Adult Sports Representative asks a participant for their I.D. they **MUST** present ID. If no ID is available the player shall be considered an illegal player and any penalties may apply.
- D. ID's are mandatory week one. All program participants **MUST** completely fill out the "Official Team Roster and "Waiver Release Form" prior to the first game they play. The team manager must turn in this form to the scorekeeper before their first game.
- E. Each player must print their legal name and sign the yellow scorecard to get credit for a game played. Player must have played at least one game before the 5th game of the season.

Section 2: PLAYER CONDUCT

- A. Players and managers must adhere to all department rules.
- B. Any participant violating rules or City Ordinances will be subject to disciplinary actions up to suspension/expulsion.
- C. It is the responsibility of each player to read the Torrance basketball rules contained herein AND in the SCMAF and/or N.F.H.S. rulebook. **Ignorance of the rules will not reduce penalties for violations.**
- D. Participants are not allowed to harass, threaten or mock City staff, including officials. *The use of physical force with the intent to harm any City staff, including officials, will not be tolerated.* All penalties will be determined by the City of Torrance Adult Sports Disciplinary Committee.
- E. Individuals are not allowed to consume alcoholic beverages or use tobacco products within City of Torrance parks. Those in violation of Ordinance 49.2.6 (Consumption of Alcoholic Beverages) and Ordinance 10-15, Section 5-141 (Use of Tobacco products); in any Adult Sports Program will be given a 'team' warning for a **first** offense. The **second** violation will result in team/player removal from league. Penalties for these violations cannot be protested.
- F. Anyone involved in fighting or unsportsmanlike conduct during or after a game will **AUTOMATICALLY** be suspended from the league and will not be allowed to return. Participation may be revoked from all other programs until further notice.
- G. If necessary, cases of unsportsmanlike conduct may be referred to a hearing by the City of Torrance Adult Sports Disciplinary Committee for final determination of penalties. Penalties for unsportsmanlike behavior may include suspension(s) or elimination from the League
 - Appeals must be made within 24 hours of the infraction. All appeals will be kept on file.
 - The burden of proof for such instances is on the offending party and substantial reasoning and support must be given to overturn such an infraction.

Section 3: MANAGERS' RESPONSIBILITIES

- A. Paying league fees by deadline.
- B. Attending the **MANDATORY** managers meeting.
- C. Learning all rules and regulations contained herein AND in the SCMAF and/or N.F.H.S. rulebook
- D. Knowledge of the SCMAF and/or N.F.H.S. rules and the Torrance league rules is the responsibility of each player.
- E. Turning in the "Official Team Roster and Waiver Release Form" before team's first game.
- F. Updating contact information.
- G. Ensuring sportsmanlike conduct of team members and spectators.
- H. Making sure there is no Alcohol/Tobacco in the gym by any players or spectators associated with team.

Section 4: EQUIPMENT AND UNIFORMS

RULE: Uniforms MUST be approved by a league Representative and follow guidelines below:

- A. Approved Uniforms:
 - Matching; SAME dominant color [Example: all red OR all blue OR all green, etc.].
 - Players from the same team may have different logos/designs but same color shirt is required.
 - Permanent numbers on the backs of uniforms are REQUIRED. Numbers may be written in with a permanent marker, but it must be **BOLD** enough for staff and referees to see it clearly.
 - T-shirts are allowed. A team with uniforms consisting of t-shirts and jerseys are allowed.
 - Reversible uniforms are highly recommended (light on one side and dark on reverse)
- B. Illegal Uniforms:
 - Taped on numbers are NOT allowed.
 - Duplicate numbers will receive a non-disciplinary technical foul.
 - Teams may only have one uniform with a number ZERO [0]. No number and double ZERO [00] are considered ZERO [0]. Inappropriate language is not allowed on uniforms.
- C. Teams or players with Illegal Uniforms will receive **one** non-disciplinary technical foul.
- D. In the event that both teams receive offsetting violations, the offending team will be charged one timeout in the second half.
- E. Officials may require a team to wear league issued pennies at the start of a game.
- F. Must have uniform by the 2nd game.
- G. All jewelry must be removed prior to game. Sweat bands are allowed but no bandanas, hats, or visors.

Section 5: GAME TIMES AND GRACE PERIOD

- A. The Game time is determined by the game schedule.
- B. A team not having at least four (4) players present and ready to play at the scheduled starting time will be charged with a loss in the league standings.
- C. If a team has less than 4 players at the posted game time, then a 10 minute grace period will be allowed. The 'late' team will be assessed a three (3) point penalty to start the game and will be charged both (2) first-half timeouts. A forfeit will be declared after 10 minutes if team fails to have 4 players present and ready to play.

Section 6: GAME CANCELLATIONS

- A. If a referee or league official deems it necessary, a game may be cancelled due to ANY unsafe condition arising with the basketball court and/or equipment. Cancelled games will be rescheduled.

Section 7: GAME SCHEDULE AND RESULTS

- A. Game schedules, results, rules, and forms will be posted and available for printing on the City of Torrance Official web site www.TorranceCA.Gov/Parks/7505.htm

Section 8: OFFICIAL TEAM ROSTER AND WAIVER RELEASE FORM

- A. **MUST be turned in to a scorekeeper at the game site before the team's first game.**
- B. Must be with legal names/signatures, resident address, and phone numbers for all players (including manager's email).
- C. Unlimited roster; each player is allowed to play on one team per league only.
- D. A player must play one (1) game in the first five (5) games to be eligible to play in any other games.

Section 9: ADDING PLAYERS

- A. **Games 1-5:**
 - Managers can add players to the roster.
 - NOTE: Ask scorekeepers for the Official Team Roster and Release Form to add players.
- B. **Games 6-10 + Playoffs:**
 - No new player additions allowed. NO EXCEPTIONS!

Section 10: ILLEGAL PLAYER (S)

Rule: Any team found using an illegal player (not found on roster) will be penalized in the following manner:

- A. **First Offense:** Forfeiture of the game.
- B. **Second Offense:** Possible removal of entire team from the league.

Section 11: PLAYER INFRACTIONS & SUPPLEMENTAL DISCIPLINE

A. Technical Fouls

- **First Technical Foul-** The non-offending team shall shoot two (2) free throws and take the ball out of bounds.
Disciplinary Action- Any player that receives a technical foul during the course of a game must serve a four (4) minute penalty on their bench. The penalty timer starts at the time the offending player leaves the court. The offending player may only re-enter the game upon a dead ball or a time out. Teams with only five (5) players shall remain short-handed while the offending player serves the infraction time.
- **Second Technical Foul-** Any player who receives two (2) technical fouls within one game will be ejected from the game immediately.
Disciplinary Action- Player will be suspended from their teams' next game. This infraction will carry over into the playoffs and/or following season.
- **Personal Technical Foul Limit** Individual players are allowed a total of five (5) technical fouls in a season. This includes all leagues participated in for that particular season.
Disciplinary Action- Players in violation of this rule will be removed from all leagues for the remainder of the season.
- **Team Technical Foul Limit** Teams are only allowed a total of six (6) individual player technical fouls for an entire season.
Disciplinary Action- Teams in violation of this rule may be removed, or may be ineligible for playoffs. Any such instances will be reviewed by the Adult Sports Disciplinary Committee. The team manager will be notified of their team's status before the offending teams' next game.

NOTE: Technical Fouls about uniform violations or delay of game **will not** be considered disciplinary technical fouls.

B. Ejections

- **Ejection-** Any player ejected from a game must leave the game and exit the facility immediately. An automatic one [1] game suspension is given to the offending player for their next scheduled game. Suspension date is non-negotiable.
- **Multiple Ejections-** Any player ejected from two games in the same season (from any league) will be suspended for the remainder of the season from all leagues. The two [2] ejections do not have to be from the same league.

C. Supplementary Discipline (Suspensions)

- **One Game Suspension** – Any player, coach, manager or spectator ejected from a league or playoff game for any reason, will automatically be suspended, and will not be allowed to participate in their next game. The incident will also be reviewed by the Adult Sports Disciplinary Committee to determine if a longer suspension is warranted.
- **Two Game Suspensions** – Any player, coach, manager or spectator ejected from a league or playoff game for verbally threatening any other player, referee, spectator or staff will automatically be suspended, and will not be allowed to participate in their team's next two games. The incident will also be reviewed by the Adult Sports Disciplinary Committee to determine if a longer suspension is warranted.

Disciplinary Action – Immediate suspension from further participation in league games (until status and the extent of supplemental action is determined by the Adult Sports Disciplinary Committee). Notification will be sent to the team manager and/or the player(s) who are to be disciplined before their team's next scheduled game.

PLEASE NOTE:

- Players ejected from a game must leave the facility immediately. The player is expected to collect their personal belongings and leave the gym.
- All players serving suspensions must notify the managers of any/all teams they play on that they are ineligible for the period of time determined by the league.
- Any suspended player found guilty of not serving their suspension on all league nights will be subject to further disciplinary action.
- Suspended players may not be present in the gymnasium during their team's scheduled game(s) during suspension.

Section 12: APPEALS PROCEDURE

RULE: Player(s) MUST follow all procedures for a written-appeal to be accepted for review by the Adult Sports Disciplinary Committee. An accepted written-appeal DOES NOT guarantee a change in the initial penalties given. The burden of proof for such instances is on the offending party, and substantial reasoning and support must be given to overturn such an infraction. **Ignorance of the rules will not reduce penalties for violations.** **If a player is called for a technical foul or is ejected from a game.**

PROCEDURE:

A. Appeals may only be accepted for the following penalties:

- Technical fouls accumulated resulting in an ejection from game. A player ejection must have occurred for an appeal on technical fouls to be accepted.

- Single and/or multiple game suspensions as a direct result of an ejection.
- B. Appeals will NOT be accepted for the following infractions:
- Non-disciplinary technical foul
 - Technical fouls that do NOT lead to an ejection
 - Flagrant foul
 - Ejection
 - Illegal player ejection
- C. Appeal Procedure- the appeal must:
- Be in writing and submitted to adultbasketball@torranceca.gov.
 - Be submitted within 24-hours upon the conclusion of game in question.
[Example: Player is ejected from game ending at 8:00PM on Sunday, May 18, 2014. Player must submit appeal no later than 8:00PM on Monday, May 19, 2014.]
 - Be written by the player who received the penalty. An appeal cannot be written by anyone as a representative.
 - State incident facts, explain the basketball plays and player behavior that led to the incident. Include player and referee interactions.
 - The appeal is only valid for the current incident (within 24-hours).
- NOTE:** Any action including phone calls, with or towards any City of Torrance staff, referee, or program participant during and/or after incident in question will be included in all reviews of appeals by the Adult Sports Disciplinary Committee.

Section 13: REFEREES

- A. Referees have jurisdiction BEFORE, DURING and AFTER all games.
- B. Two referees will be assigned to every game.
- If an assigned referee fails to appear for any game, the game will be played with one referee until the game is completed or until the assigned official (or a replacement referee) arrives.
 - If both assigned referees fail to appear, or they arrive late without enough time to complete the game, the game will be rescheduled.
 - Three referees will be assigned to Championship games but is not guaranteed based on scheduling availability.
- C. Adult Basketball Referees cannot referee a forfeited or cancelled game.

Section 14: FORFEITS

- A. A team not having at least four [4] rostered players present and ready to play at the scheduled starting time will be charged with a game loss in the league standings.
- B. Please contact the sports center if your team will forfeit the game as soon as possible.
- C. If a double forfeit occurs, both teams involved will receive a game loss in the team standings.
- D. There will be **NO** refunds for forfeits in City of Torrance Adult Basketball leagues.
- E. Following a declared forfeit, teams may pick up players and play, practice, or use the time for practice, until 10 minutes before the start of the next game. Adult Basketball Referees will not referee a forfeited or cancelled game.

Section 15: PLAYOFFS

- A. Playoff formats may vary depending on each league. The league reserves the right to change any element of the originally scheduled playoff format if necessary. In cases where two [2] or more teams are tied at the end of the regular season, the following criteria will be used in order:
- Head-to-head record amongst tied teams
 - Least number of forfeits throughout the season
 - Point differential amongst tied team
 - Run differential total for the entire season
 - Coin flip
- B. To be eligible for playoff participation, all players must have played in at least one of the first five (5) league games and have signed/completed the Official Team Roster and Waiver Release Form. There will be no exceptions given to players who did not participate in the first five (5) games.
- C. Managers must turn in a game line up (yellow score card) for all games (including forfeits), for players to receive credit for games played.

Section 16: CITY OF TORRANCE RULES

- A. Players are allowed six [6] personal fouls per game.
- B. Players by the free throw line may enter the lane space upon release of the ball by the free throw shooter.
- C. There will be two (2) twenty (20) minute halves of running time, with few exceptions:
 - The last ten (10) seconds of the first half will be regulation time (STOP-clock on any dead-ball situation).
 - The last two (2) minutes of the second half, if there is a ten (10) point or less difference, regulation time will be used (STOP-clock). If the difference is eleven (11) points or more, the clock will be running time.
- D. **Time Outs:**
 - There will be a two (2) minute rest period at half time.
 - Time outs are one (1) minute and limited to two per half. Scorekeepers will sound the horn as a warning-indicator that players should head on the court.
 - Time outs may **NOT** be carried over (including any overtime period).
 - There will be one (1) thirty (30) second time out per team per overtime period.
- E. **Overtime Periods:**
 - First Overtime - If teams are tied after regulation time a two (2) minute (stop clock) overtime period will be played.
 - Second Overtime – If the game is tied after the first overtime a two (2) minute (stop clock) overtime period will be played.
 - Third Overtime - If the game is tied after the second overtime, an additional one (1) minute (running time) 'sudden death' overtime period will be played. The first team to score a point will be declared the winner. If the game remains tied after the one (1) minute period, the game will be declared a TIE.
 - Playoff and Finals Overtime- Same as above except, in the **Third Overtime** will be a 'sudden death' overtime period without a clock.
 - All overtime periods will begin with a jump ball. One (1) thirty (30) second time out per team per overtime will be allowed.
- F. **Shot-Clocks:**
 - **All leagues follow these shot-clock rules unless otherwise specified.**
 - The shot clocks will be set at thirty five (35)-second intervals.
 - Shot-clocks are in operation during all game play including overtime.
 - Standard shot-clock rules apply when shot-clock is in operation.
- G. **Video-Recording:**
 - No video recording may be used to protest or question an official's call or outcome of a game.

LEAGUE DIRECTOR RESPONSIBILITIES

The League Director has overall responsibility to review all issues and rule interpretations that are not clearly stated in the sections above. Final determination of all actions of the League Director may be reviewed by the City of Torrance Adult Sports Disciplinary Committee.

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